

LEGAL NOTICE

ADVERTISEMENTS FOR BIDS, REPUBLIC PUBLIC DEVELOPMENT

AUTHORITY TORBOY INDUSTRIAL PARK PROJECT: Sealed bids will be received by the Republic Public Development Authority (RPDA) at the City Hall, located at 987 S Clark Ave., Republic WA 99166 until 2:00pm, September 16th, 2009.

Construction and specification documents for the project are prepared by Cunningham Engineers. The contract documents may be examined and obtained only by general contractors (sub contractors must get bid information from general contractors), upon payment of \$75.00 per set, payable by check and refundable upon return of plans and bid proposal, at the Republic City Hall, 987 S Clark Ave, Republic, WA 99166, from 8:00am to 4:00pm Monday through Thursday. A mandatory pre-bid, onsite meeting will be held at the Torboy Industrial Park, located at Republic Industrial Park Drive & West Curlew Lake Road on September 14th, 2009 at 10:00am.

The proposed work includes construction of the following:

- Excavation, footings and concrete slab
- Hydronic heating system
- Re-assembly of 6,000 s.f. fold-up metal frame building
- Electrical and mechanical
- Interior build out

A contract bond for the full contract price will be required from the successful bidder. Project completion date is December 31, 2009.

The RPDA is an equal opportunity and affirmative action employer. Small, minority-owned and women-owned businesses are encouraged to submit bids. All work performed on this project will be subject to state prevailing wage rates. The RPDA reserves the right to reject any and all bids, to waive technicalities, and in its sole judgment, accept the bid which it deems is in its best interest. The project is being funded in part by the Washington State Community Economic Revitalization Board.

The bids will be opened at the RPDA office, located at 644 S. Clark (alley behind Fire Station), Republic, WA 99166 at 5:30 P.M. on September 16th, 2009. For additional information regarding this project, contact Cliff Couse at 509-775-3557.